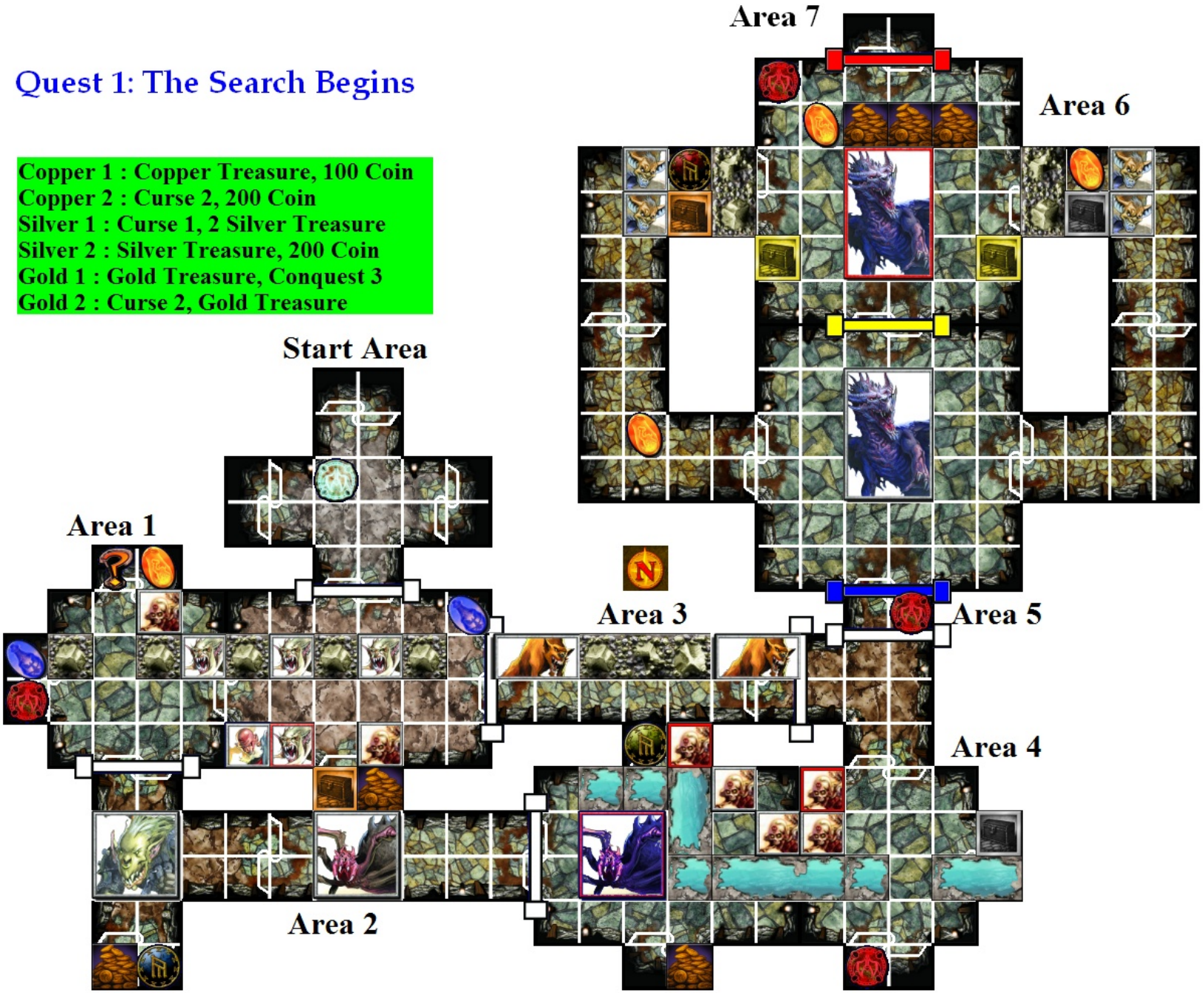
# Quest 1: The Search Begins

Copper 1 : Copper Treasure, 100 Coin
Copper 2 : Curse 2, 200 Coin
Silver 1 : Curse 1, 2 Silver Treasure
Silver 2 : Silver Treasure, 200 Coin
Gold 1 : Gold Treasure, Conquest 3
Gold 2 : Curse 2, Gold Treasure

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# The Search Begins

By Mike Zebrowski

## Quest Background

The High Lord Morgath has risen from the ashes and is once again threatening the Free Towns of the world. The cry has gone out for Heroes from all walks of life to aid in the upcoming battle against the Hordes of Darkness.

The key to Morgath's foul plan is the fabled Dragon Runes. With them he will nigh unstoppable. You, and many other groups of Heroes, have been tasked with the quest of recovering the Runes before Morgath.

After weeks of drudging through the Southern Swamps, you come across an ancient tomb. You quickly determine that the inscriptions on the tomb are written in Sivart, one of the ancient languages once used by Dragon. As you probe the entrance to the tomb you discover the remains of an adventurer who appears to have died some time ago. A quick search through his mumified remains reveals an ancient scroll with a map! Could it be a map to this very tomb? Could one of the ancient runes await discovery inside? There is only one way to find out!

## Quest Goals

You need to investigate the tomb and discover if one of the ancient Dragon Runes rests inside. Along the way, if you should discover any of the ancient Glyphs of Transport, they will aid greatly in your quest.

Your band of heroes begins with 5 Conquest Points. If you should ever run out of Conquest Points, then agents of Morgath will have successfully ransacked the Tomb before you.

## Area 1

As you open the ancient portal, you spy lit torches and hear the guttered sound of Beastmen. Looking through the doorway, you see the forces of Morgath already in the tomb!

The Beastmen catch your scent and the battle is joined!

**If a character ends his movement on the ?:**

You find an ancient stone tablet covered in ancient Sivart.

Have the character roll his magic power dice.

**If a surge is rolled:**

The tabet reads:
"Here are Arian and Magaloo who only cared for their Hoarde and each other. They have forsaken their own kind and would betray them for trinkets to add to their Hoarde. May they finally serve their own kind by guarding the ancient treasure to the end days. Always apart and never together."

**If a surge is not rolled:**

The tablet read:
"Take one egg and beat till fluffy.
Add one human and beat till pulpy"

## Area 2

Cobwebs dangle from the ceiling as you enter this area.

## Area 3

Several of the pillars that support the ceiling have fallen and now clutter the floor. Amid the rubble moves the shapes of Hell Hounds! No doubt summoned by Morgath's wizards to slow you down!

## Area 4

An ancient river runs through this section of the tomb. It is very dark in here and your visibility is limited.

As you move your torches around to get a better look, you spy a band of ancient skeletons dressed in strange garb. Most likely they are the orginal guardians of this tomb. The magic guarding this place must still be active even after all of these years!

## Area 5

Before you is a Rune Locked door. There are many dents in the door as if something was trying to escape.

## Area 6

As you carefully open the Rune Door, you spy a grand chamber beyond. Priceless tapestries hang from the walls and the room is lit with magic spheres of glowing white light.

In the middle of the room is a large dragon, sleeping peacefully. At the sound of your entering, the dragon awakens and cries:

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"Freedom, sweet freedom! I thank you mortals and my mate Magaloo thanks you as well. In return for our freedom, you shall be our first meal is 10,000 years!"

Beyond the dragon, you see another Rune Locked door. Beyond it, you hear the bellows of another Dragon desperate for its freedom.

## Area 7

As you open the final door, your hopes are dashed as an empty vault is revealed.

As you look around in dismay, a white light appears in the vault and quickly expands to reveal what appears to be a map of an ancient castle! After a few minutes of study, you realize that the castle is one of the ancient ruines that lie along the Whispering River, some 50 leagues to the north. Could this be a clue as to where a Dragon Rune lies? It seems that instead of ending, your quest is just beginning!

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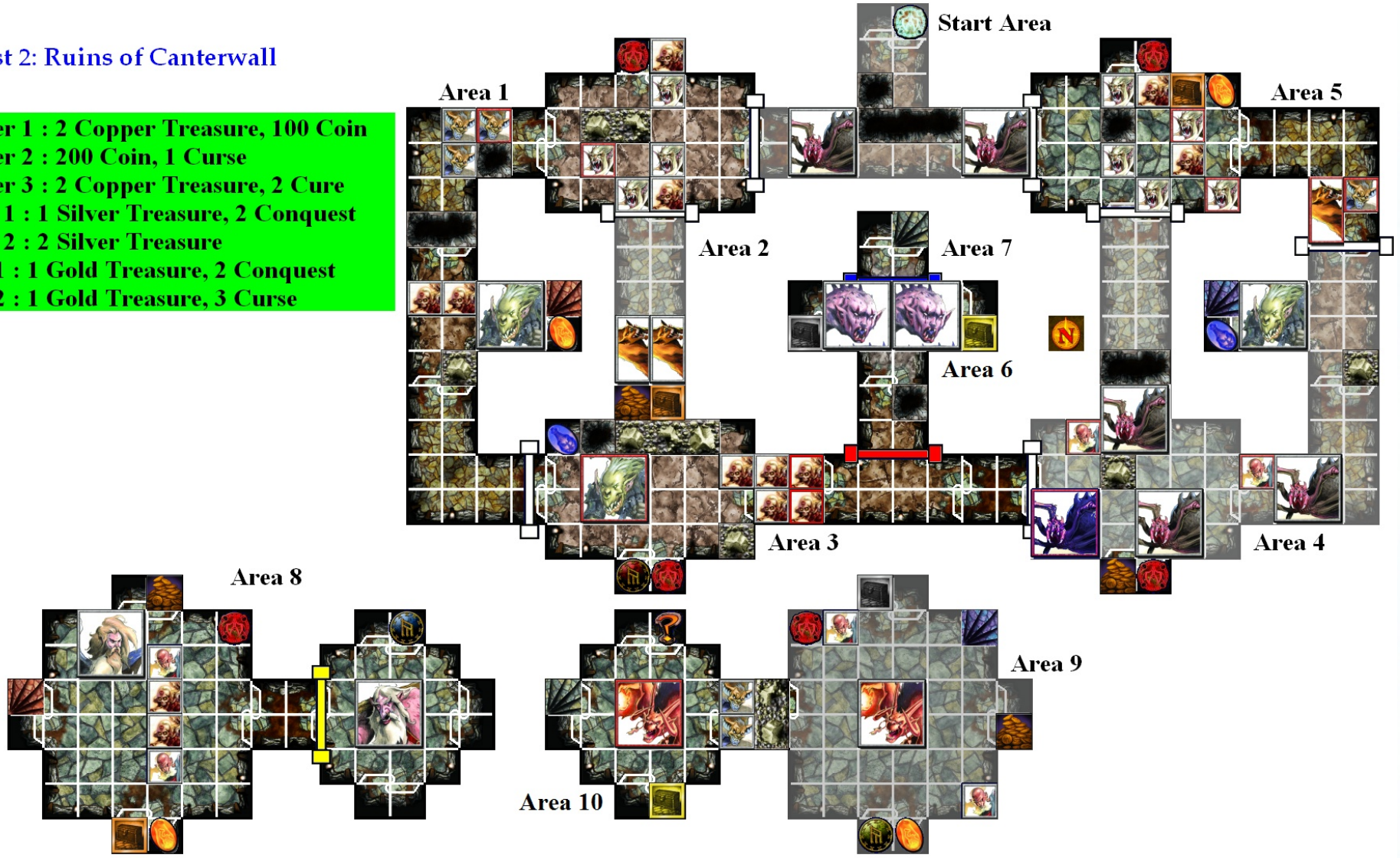
## Quest 2: Ruins of Canterwall

**Copper 1 : 2 Copper Treasure, 100 Coin**
**Copper 2 : 200 Coin, 1 Curse**
**Copper 3 : 2 Copper Treasure, 2 Cure**
**Silver 1 : 1 Silver Treasure, 2 Conquest**
**Silver 2 : 2 Silver Treasure**
**Gold 1 : 1 Gold Treasure, 2 Conquest**
**Gold 2 : 1 Gold Treasure, 3 Curse**

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# Ruins of Canterwall

By Mike Zebrowski

## Quest Background

The High Lord Morgath has risen from the ashes and is once again threatening the Free Towns of the world. The cry has gone out for Heroes from all walks of life to aid in the upcoming battle against the Hordes of Darkness.

The key to Morgath's foul plan is the fabled Dragon Runes. With them he will nigh unstoppable. You, and many other groups of Heroes, have been tasked with the quest of recovering the Runes before Morgath.

While searching through the Southern Swamps, your band of adventurers discovered an ancient tomb. Hoping that a Dragon Rune was hidden inside, you quickly undertook the quest to explore the tomb. After many harrowing battles with the forces of Morgath, you were disappointed to learn that the ancient vault was barren ..... except for a map of an ancient castle on the Whispering River.

Your band of Heroes quickly travelled north to this very location, the ancient castle of Canterwall. Once a mighty fortress, it now lies in ruins.

Many stories abound about Canterwall and its downfall. Many speak of demomic power weilding by the Duke that ruled here until a band of Heroes sealed the power away. Others say that it was Demons that attacked the castle in order to claim back their birthright. In any event, if the local bard was speaking true then dark things still prowl the castle.

## Quest Goals

You need to investigate the ruins of Canterwall and discover if one of the ancient Dragon Runes rests inside. Along the way, if you should discover any of the ancient Glyphs of Transport, they will aid greatly in your quest.

Your band of heroes begins with 5 Conquest Points. If you should ever run out of Conquest Points, then the forces of darkness will escape with any treasure hidden inside.

## Start Area

It is obvious that "Ruins" is a very appropriate name. You enter the castle through the remains of a once mighty gate. As you activate a nearby Glyth of Transportation, you hear the skitter of many legs on the stone work. It seems like the local stories of dark forces were indeed true.

## Area 1

Thick dust fills the air as you enter into this area. Through the haze, you spy the animal forms of Beastmen eating the remains of some poor animal. At least you hope it was an animal. As they spot you, they raise the alarm. From the darkness beyond them, you here growls answer in responce.

## Area 2

Flames of fire lick out at you as the door to this area is opened!

**When the door to this area is opened:**
Each Hell Hound makes 1 normal attack that can not be interrupted. Play then resumes with the current Hero.

## Area 3

The creatures in this areas seem to be wearing the garb of some ancient lord.

## Area 4

Darkness fills the area sucking the light from your torches. You can almost taste the magic in the air.

While at least one Sorcerer remains alive, the Heroes can not trace LOS farther than 5 spaces.
**When the last Socerer dies :**

Blinding light fills the air as if it had been contained in a bottle that had long overflowed. The dark creatures around you appear to be stunned.

Any monsters in the current area when the last Sorcerer dies can not be activated during the Overlord's next turn.

Heroes can now trace LOS as normal.

## Area 5

Foul creatures guard this area of the ruins.

## Area 6

You've discovered the treasure room of Castle Canterwell! Riches and treasures await your discovery. As soon as you deal with the guardians of the vaults that is.

## Area 7

The ancient stairwell lead up into the darkness. You hear something massive and most likely evil moving around up above.

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## Area 8

This appears to be the tax collector's office of the Duke. Piles of coin and other treasure are neatly piled waiting to be counted. There is even a vault door at the far end of the room.

Given the forces of darkness in the room, it appears that its former occupants have never left.

## Area 9

Powerful Runes of Warding and Entrapment cover the walls of this area. From the summoning circle in the middle of the outer chamber, it is now obvious that demonic forces were employed by the former Duke.

## Area 10

As you reach the top of the stairs, you spy a massive Demon hunched over a tomb. As his spot you, he slowly closes the tomb as states is a raspy voice:

"Welcome heroes. It has been far too long since I have had the pleasure of eating the souls of the brave. I saw feast well tonight and for that I thank you."

"The Duke"
The Demon is the Duke and has the same stats as a Master Demon plus Sorcerer 5 and Undying 2. (He rolls 2 Power dice to see if he dies).

**When the "Duke" dies:**

As the Duke-Demon fails to its knees, a massive portal opens beneath him. Hundreds of hands, claws, and tentacles reach out and drag him to the Lower Planes. The monster cries out, "No, I won't go! I can't go! Mark my words heroes, your souls are mine! I will escape and hunt you to the ends..."

Its last words are cut off as the portal closes, leaving an errie silence behind.

**If a Hero ends his movement on the "?" :**

You find an ancient sword. It reminds you of the powerful artifact, the Sword of Light, exect that this sword is covered in Demonic Ruins. You can feel the power within the blade pulsating, trying to escape.

**When the Heroes have defeated the Duke and found the Sword of Light:**

After searching the ruins, it is obvious that a Dragon Rune is not here. However, the discovery of one of the Swords of Light is almost as good. It will be a great aid in the coming battles against the forces of darkness. However, before it can be used the runes locking its power away need to be broken.

You head back to town, comfortable in the knowledge that good has won over evil today and that one of Good's most powerful weapons will once again appear on the field of battle.

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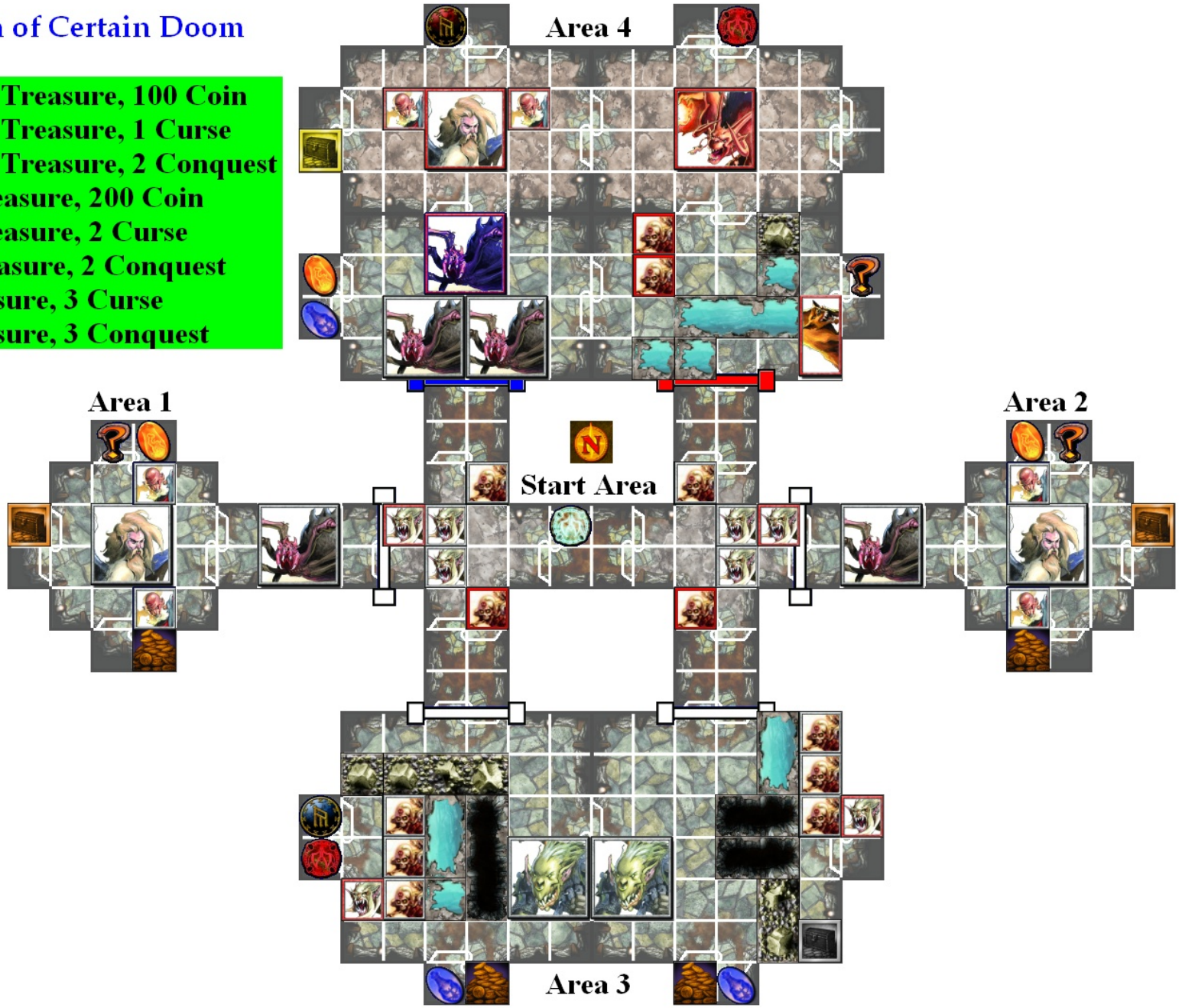
# Quest 3:Dungeon of Certain Doom

**Copper 1: 1 Copper Treasure, 100 Coin**
**Copper 2: 2 Copper Treasure, 1 Curse**
**Copper 3: 1 Copper Treasure, 2 Conquest**
**Silver 1: 1 Silver Treasure, 200 Coin**
**Silver 2: 2 Silver Treasure, 2 Curse**
**Silver 3:1 Silver Treasure, 2 Conquest**
**Gold 1: 1 Gold Treasure, 3 Curse**
**Gold 2: 1 Gold Treasure, 3 Conquest**

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# Dungeon of Certain Doom

By Mike Zebrowski

## Quest Background

The High Lord Morgath has risen from the ashes and is once again threatening the Free Towns of the world. The cry has gone out for Heroes from all walks of life to aid in the upcoming battle against the Hordes of Darkness.

The key to Morgath's foul plan is the fabled Dragon Runes. With them he will nigh unstoppable. You, and many other groups of Heroes, have been tasked with the quest of recovering the Runes before Morgath.

While searching through the Southern Swamps, your band of adventurers discovered an ancient tomb. Hoping that a Dragon Rune was hidden inside, you quickly undertook the quest to explore the tomb. After many harrowing battles with the forces of Morgath, you were disappointed to learn that the ancient vault was barren ..... except for a map of an ancient castle on the Whispering River.

Your band of Heroes quickly travelled north to the Ruins of Canterwall and expored the ancient castle. Within the ruins, you battled both the forces of Morgath and the Demonic Duke. Once the battle was over, you found not an Ancient Dragon Rune, but one of the Blades of Light instead!

The Blade of Light has had its power sealed away by the forces of the Pit. In order for it to be restored to its full power, the Demonic Seals that contain its power must be destroyed.

While in the town of Trifalls looking for rumors of dungeons that might contain a Dragon Rune, you learn of a nearby dungeon that is ruled by a Demon. The Demon is reputed to be a powerful mage who was responsable for sealing away many magic items during Morgaths last bid for power. It is possible that this Demon controls the seals the lock away the Blade of Light's power! You quickly buy the map of the dungeon from your contact and head off into the wilderness.

## Quest Goals

You need to enter the Dungeon of Certain Doom and destroy the seals the contain the Blade of Light's power. Along the way, if you should discover any of the ancient Glyphs of Transport, they will aid greatly in your quest.

Your band of heroes begins with 5 Conquest Points. If you should ever run out of Conquest Points, then the forces of darkness will escape with the remaining seals.

The Heroes begin with the Blade of Light. Instead of its normal stats, use the chart below:
Seals Broken => Power
0 => Surge: +3 Pierce, 3 Surge: +1 Damage
1 => Surge: +5 Pierce, 2 Surge: +1 Damage
2 => Surge: +7 Pierce, 1 Surge: +1 Damge
3 => Full Power

In addtion, until all 3 seals are broken, anytime that a Hero attacks with the Blade of Light, he takes 1 wound (ignoring armor) for each Blank or Miss that he rolls.

## Start Area

The swirls of magical energy fade from you as the magic from the Glyph of Transportion wind down. As you move your torches around to get a better look at the dungeon, you spy Beastmen and Skeletal Archers poised to attack.

From the darkness, you hear:

"Welcome Heroes. Did you expect to sneak into my domain without my notice? I sensed the Blade of Light 20 leagues away and sent my agents to the town to lure you here. Didn't you think that it was odd that you were able to find this place so easily?"

Suddenly, the Glyph of Transport grows dark and unresponsive.

Flip the Glyph of Transport over to the unactivate side. The Heroes will not be able to activate a Glyph until they have destroyed at least one seal. At that point, they'll be able to activate Glyphs and gain Conquest points as normal.

## Area 1

You're noses are assulted by the overwelming stench of a Manticore's nest. In the darkness, you can just make out a Manticore being attended by Mages.

**If the Hero ends his movement on the ? :**

With a quick strike of your foot, you smash the pulsating seal of Demonic power.

The Heroes gain 2 Conquest Points.

## Area 2

You're noses are assulted by the overwelming stench of a Manticore's nest. In the darkness, you can just make out a Manticore being attended by Mages.

**If the Hero ends his movement on the ? :**

With a quick strike of your foot, you smash the pulsating seal of Demonic power.

The Heroes gain 2 Conquest points

## Area 3

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You hear the bubble of an underground river as you enter this area. Looking past the rubble of this ancient treasure vault, you spot its guardians.

## Area 4

Thrash arms and spitting posion welcome you to this area. From behind the giant spiders you hear:

"You have impressed me mortals. I did not expect you to get this far. For your reward, I shall feast on your Souls tonight!"

"Naerloth the Demon"
Naerloth is a master demon with Undying.
Each time that Naerloth is attacked, roll a power die. If the result is not a blank, the heroes can not spend surges, except to overcome fear, as Naerloth dampens the magic of their weapons.

**When the Heroes open the Blue Rune Lock Door:**

Each Bane Spider gets one attack with 2 extra power dice.

**If the Hero ends his movement on the ? :**

With a quick strike of your foot, you smash the pulsating seal of Demonic power.

The Heroes gain 2 Conquest Points.

**When Naerloth is dead and the last seal is broken:**

The Blade of Light hums with power. While not a Dragon Rune, it is a powerful weapon indeed and will aid you greatly in your continuing quest.

As you poke through the remains of Naerloth, you discover a tomb written in Common! Reading through it, you discover that the band of Mages that summoned Naerloth and his fellow demons during the last war have a Dragon Rune in their possession! It is hidden in their main lair, a hidden fortress some distance from here.

Armed with the Blade of Light and the knowledge of where to find a Dragon Rune, you head back to town to celebrate your victory.

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